Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended)   A method implemented in a computing environment of producing a unique modified account name based on a requested account name that has been determined to already exist, the method comprising the steps of:

selecting a word element from a list of word elements;

combining the word element and the requested account name to produce a modified account name;

comparing the modified account name with a list of existing account names to determine whether the modified account name is unique; and

if the modified account name is unique, providing the modified account name to the user for acceptance.

2. (Original)   A method as recited in claim 1, wherein the word element is randomly selected from the list of word elements.

3. (Original)   A method as recited in claim 1, wherein the word element is an adjective.

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4. (Original)   A method as recited in claim 1, wherein the word element is an affix.

5. (Original)   A method as recited in claim 1, further comprising the step of producing a second modified account name based on the requested account name that has been determined to already exist, the second modified account name being produced by:

randomly selecting a second word element from the list of word elements;

combining the second selected word element with the requested account name to produce the second modified account name;

comparing the second modified account name with the list of existing account names to determine whether the second modified account name is unique;

and

if the second modified account name is unique, providing the second modified account name to the user for acceptance.

6. (Original)   A method as recited in claim 1, further comprising the step of producing a unique seeded account name based on the requested account name, the unique seeded account name being produced by:

combining the requested account name with a numerical seed to produce a first seeded account name;

comparing the first seeded account name with the list of existing account names to determine whether the first seeded account name is unique; and

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if the first seeded account name is unique, providing the first seeded account

name to the user for acceptance.

7. (Original)   A method as recited in claim 6, wherein the seed is a single digit

number, the method further comprises the steps of incrementing the numerical seed by

one if the first seeded account name is not unique, combining the requested account name

with the incremented seed to produce a second seeded account name, comparing the

second seeded account name with the list of existing account names to determine whether

the second seeded account name is unique, and if the second seeded account name is

unique, providing the second seeded account name to the user for acceptance.

8. (Original)   A method as recited in claim 6, wherein the numerical seed is a

multi-digit number that is randomly generated.

9. (Original)   A method as recited in claim 8, further comprising the steps of

generating a second multi-digit numerical seed if the first seeded account name is not

unique, combining the requested account name with the second numerical seed to

produce a second seeded account name, comparing the second seeded account name with

the list of existing account names to determine whether the second seeded account name

is unique, and if the second seeded account name is unique, providing the second seeded

account name to the user for acceptance.

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10. (Original) A method as recited in claim 6, further comprising the steps of combining the requested account name with both an underscore and the numerical seed to produce a second seeded account name if the first seeded account name is not unique, comparing the second seeded account name with the list of existing account names to determine whether the second seeded account name is unique, and if the second seeded account name is unique, providing the second seeded account name to the user for acceptance.

11. (Original) A method as recited in claim 1, further comprising the steps of:

randomly selecting two further word elements and combining them to produce a random account name;

    comparing the random account name with a list of existing account names to determine if the random account name is unique;

    if the random account name is unique, providing the account name to a user for acceptance.

12. (Original) A method as recited in claim 1, wherein if the modified account name is not unique, the steps for producing the unique modified account name are repeated for up to a predetermined number of iterations until a unique modified account name is produced.

13. (Original) A method as recited in claim 5, wherein if the second modified account name is not unique, the steps for producing the unique second modified account

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name are repeated for up to a predetermined number of iterations until a unique second

modified account name is produced.

14. (Original) A method as recited in claim 6, wherein if the first seeded account

name is not unique, the steps of producing the unique first seeded account name are

repeated for up to a predetermined number of iterations until a unique first seeded

account name is produced.

15. (Original) A method as recited in claim 1, further comprising the steps of

combining the requested account name with both an underscore and the randomly

selected word element to produce a second modified account name if the first modified

account name is not unique, comparing the second modified account name with the list of

existing account names to determine whether the second modified account name is

unique, and if the second modified account name is unique, providing the second

modified account name to the user for acceptance.

16. (Previously Presented)   A computer-readable medium having computer-

executable instructions for a method of producing a unique modified account name based

on a requested account name that has been determined to already exist, the method

comprising the steps of:

 selecting a word element from a list of word elements;

 combining the word element and the requested account name to produce a

  modified account name;

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comparing the modified account name with a list of existing account names to

determine whether the modified account name is unique; and

if the modified account name is unique, providing the modified account name to

the user for acceptance.

17. (Currently Amended)   A method implemented in a computing environment

of producing a unique random account name in response to a request by a user, the

method comprising the steps of:

selecting a first word element from a database including a list of word elements;

selecting a second word element from the database;

combining the first and second word elements to produce a random account name;

comparing the account name with a list of existing account names to determine if

the account name is unique; and

if the account name is unique, providing the account name to the user for

acceptance.

18. (Original) A method as recited in claim 17, wherein the first and second word

elements are randomly selected from the database.

19. (Original) A method as recited in claim 17, wherein the first word element is

an adjective and the second word element is a noun.

20. (Original) A method as recited in claim 17, wherein if the random account name is not unique, the steps for producing the unique random account name are repeated for up to a predetermined number of iterations until a unique modified account name is produced.

21. (Original) A method as recited in claim 20, wherein if the unique random account name is produced in fewer than the predetermined number of iterations, the method further includes the steps of:

selecting further word elements from the database;

combining the further selected word elements to produce a further random account name;

comparing the further random account name with the list of existing account names to determine whether the further random account name is unique; and

if the further random account name is unique, providing the second modified account name to the user for acceptance.

22. (Original) A method as recited in claim 17, further comprising the steps of combining an underscore between the word elements to produce a second random account name if the first random account name is not unique, comparing the second random account name with the list of existing account names to determine whether the second random account name is unique, and if the second random account name is unique, providing the second random account name to the user for acceptance.

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23. (Previously Presented)   A computer-readable medium having computer-executable instructions for performing a method of producing a unique random account name in response to a request by a user, the method comprising the steps of:

selecting a first word element from a database including a list of word elements;

selecting a second word element from the database;

combining the first and second word elements to produce a random account name;

comparing the account name with a list of existing account names to determine if the account name is unique; and

if the account name is unique, providing the account name to the user for acceptance.

24. (Original) A computer-readable medium having computer-executable components for producing a unique modified account name based on a requested account name that has been determined to already exist, comprising:

a user interface component for receiving an account name request;

a database component including a list of word elements and a list of existing account names;

a name generating component for selecting word elements from the list of word elements and combining the word elements with the requested account name to produce modified account names; and

a search component for comparing the modified account names with a list of existing account names to determine whether the modified account names

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are unique and, if the modified account names are unique, providing the

modified account names to the user for acceptance.

25. (Original) A computer-readable medium as recited in claim 24, wherein the

word elements are affixes.

26. (Original) A computer-readable medium as recited in claim 24, wherein the

word elements are adjectives.

27. (Original) A computer-readable medium as recited in claim 24, wherein the

name generating component randomly selects the word elements from the list of word

elements.

28. (Original) A computer-readable medium as recited in claim 24, wherein the

name generating component further produces a seeded account name based on the

requested account name, the seeded account name being produced by combining the

requested account name with a numerical seed, the search component comparing the

seeded account name with the list of existing account names to determine whether the

seeded account name is unique, and if the seeded account names is unique, providing the

seeded account name to the user for acceptance.

29. (Original) A computer-readable medium as recited in claim 24, wherein the

name generating component further produces a random account name by selecting two

further word elements and combining them, the search component comparing the random

account name with the list of existing account names to determine whether the random

account name is unique, and if the random account name is unique, providing the random

account name to the user for acceptance.

30. (Currently Amended)   A method implemented in a computing environment

of producing a unique account name based on a requested account name comprising:

receiving a request from a user for an account name;

utilizing multiple solution sets to produce a listing of unique account names,

wherein there is a limit to the number of iterations for which each one of

the multiple solution sets is utilized, and when said limit is reached a

different solution set is utilized, and wherein said list of account names

must contain a fixed number of unique account names; and

presenting the user with said listing of unique names and allowing the user to

select one of said listings as an account name;

said multiple solution set comprising:

a first solution set to provide at least one unique account name based on

the requested account name, by combining the requested account

name with a numerical seed;

a second solution set to provide at least one unique account name based on

the requested account name, by combining the requested account

name with a multi-digit seed if one or more previously utilized

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solution sets did not provide said fixed number of unique account names within the iteration limit;

a third solution set to provide at least one unique account name based on the requested account name, by pre-pending the requested account name with an adjective from a list of words, if one or more previously utilized solution sets did not provide said fixed number of unique account names within the iteration limit; and

a fourth solution set to provide at least one unique account name, by combining two word elements from two lists of words, if one or more previously utilized solution sets did not provide said fixed number of unique account names within the iteration limit.

31. (Currently Amended)   A method implemented in a computing environment of producing a unique random account name in response to a request by a user, the method comprising the steps of;

providing without any input or suggestion of names from the user, a list of multiple alternate unique account names; and

providing the user with the ability to select any one of said alternate unique account names, enter a new string for use as an account name or request an automated generation of a new list of multiple alternate unique account names.